

FIG. 1

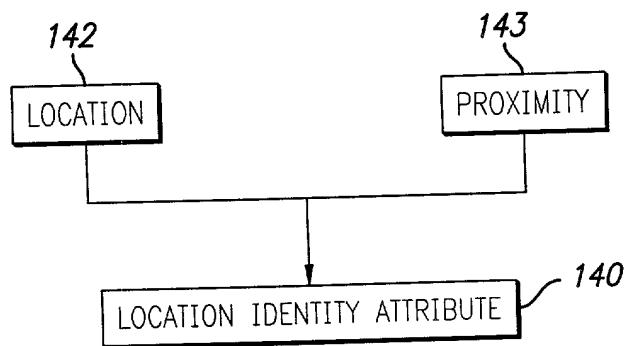


FIG. 2

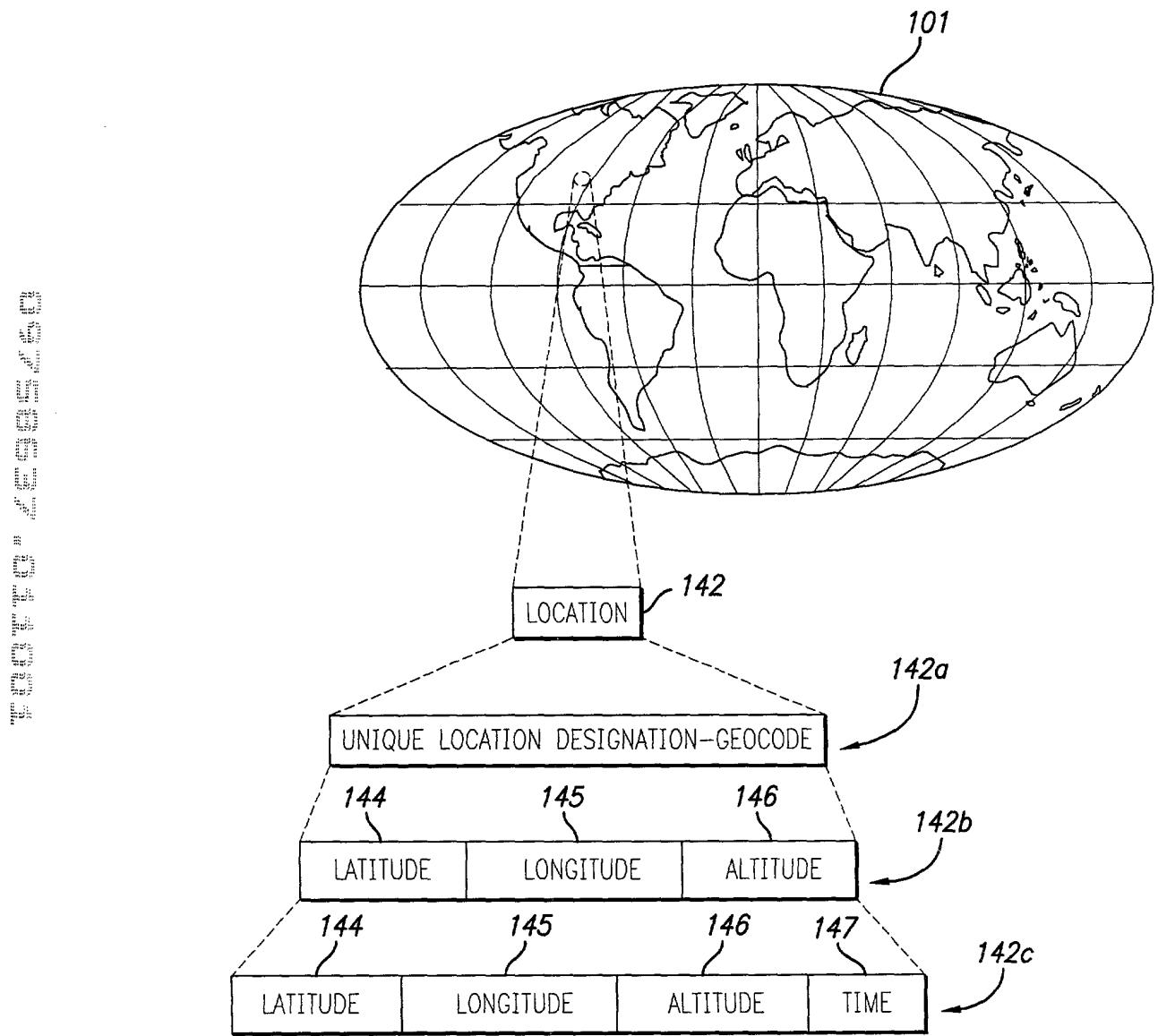


FIG. 3

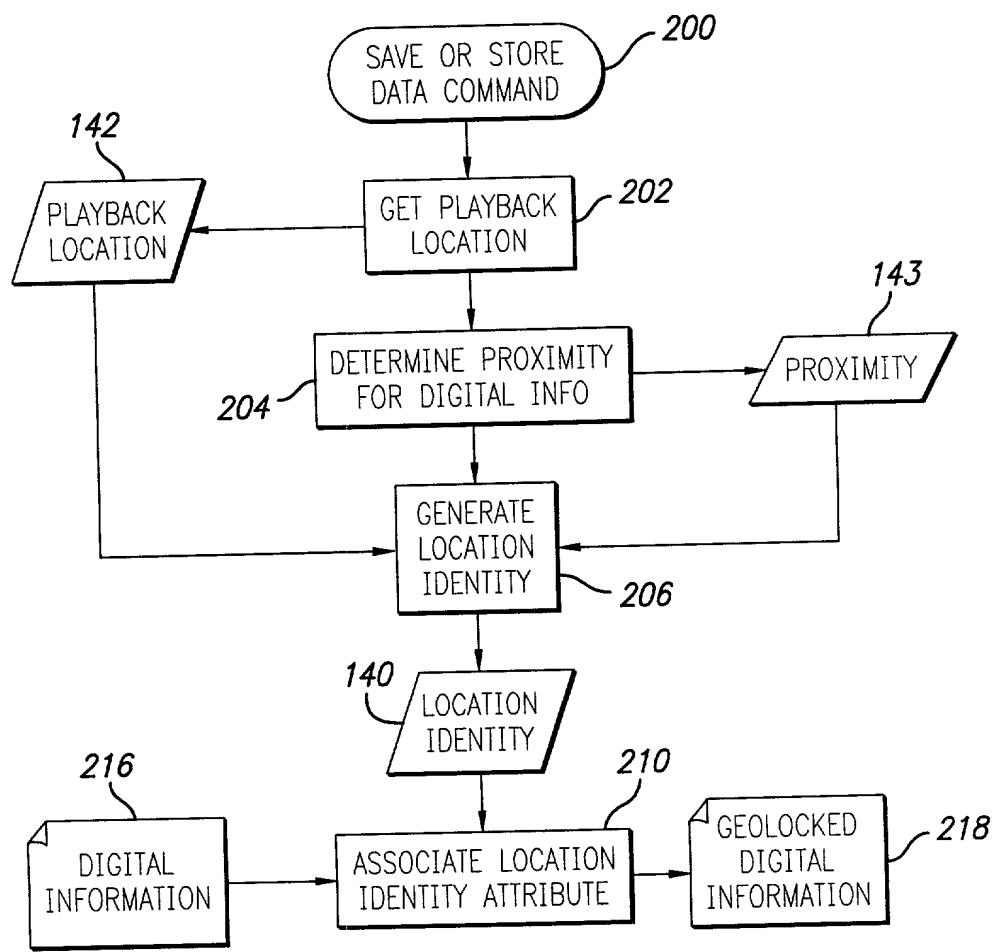


FIG. 4

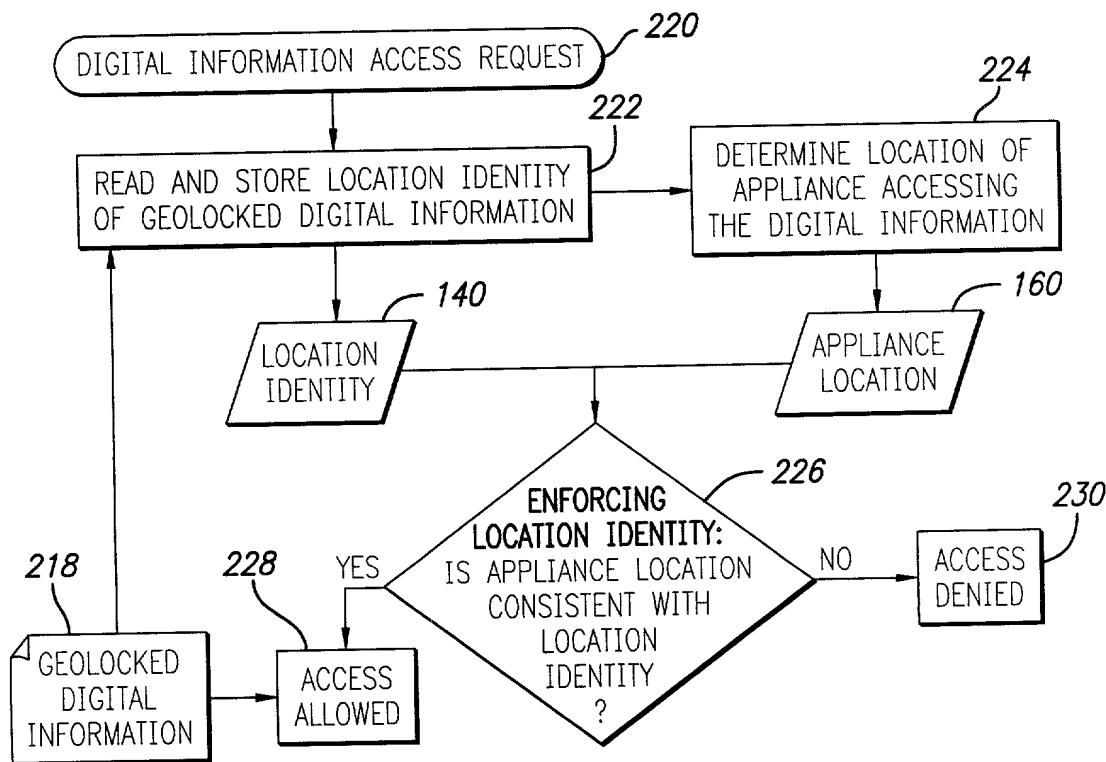


FIG. 5

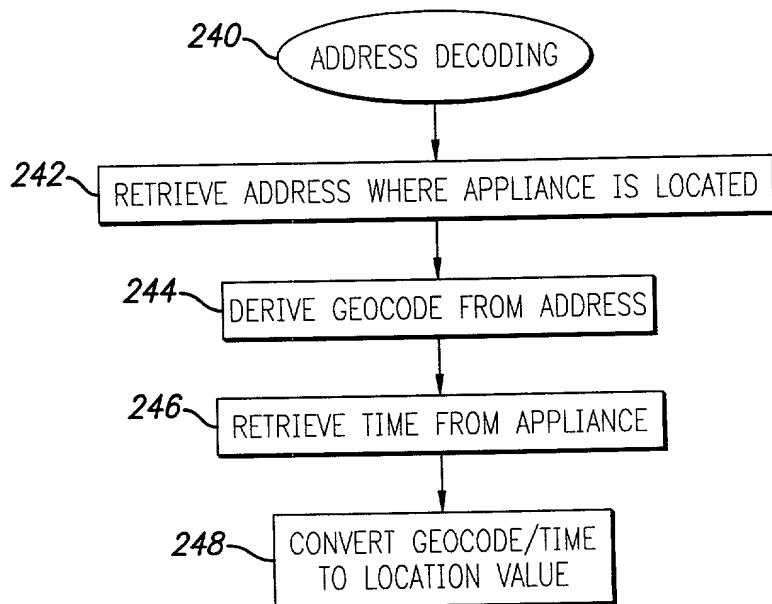


FIG. 6A

FIG. 6B

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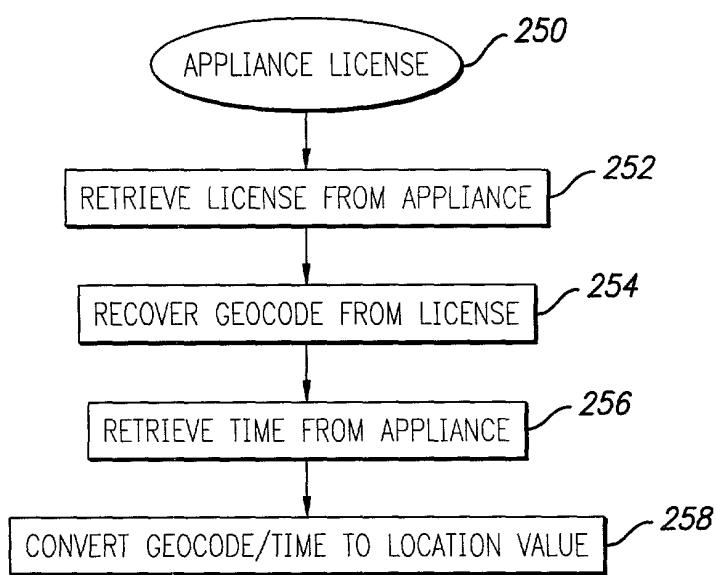


FIG. 6C

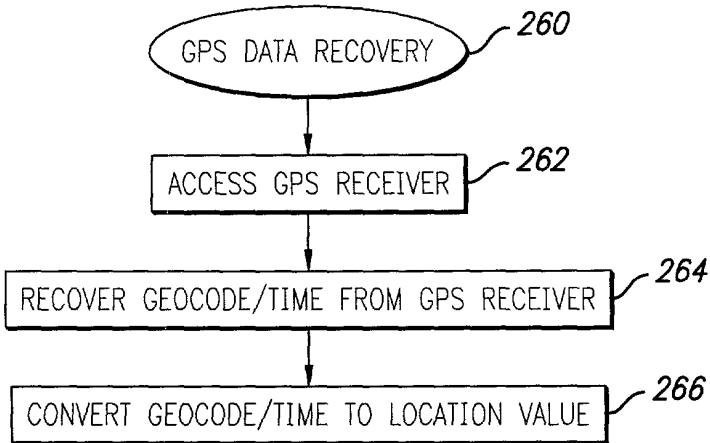


FIG. 6D

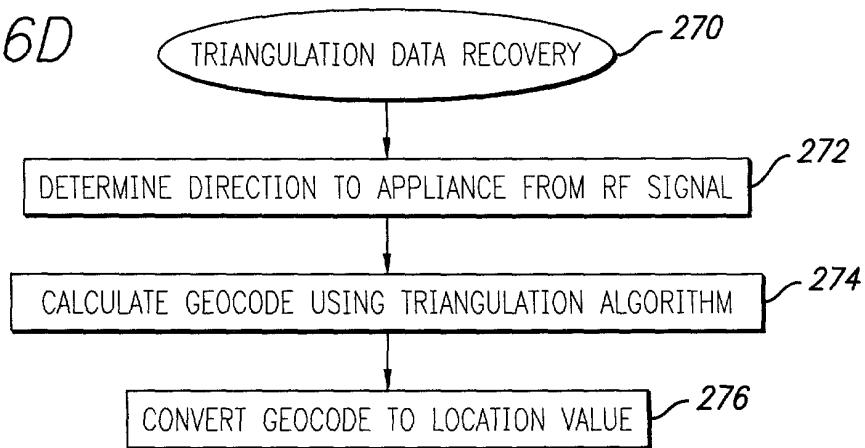
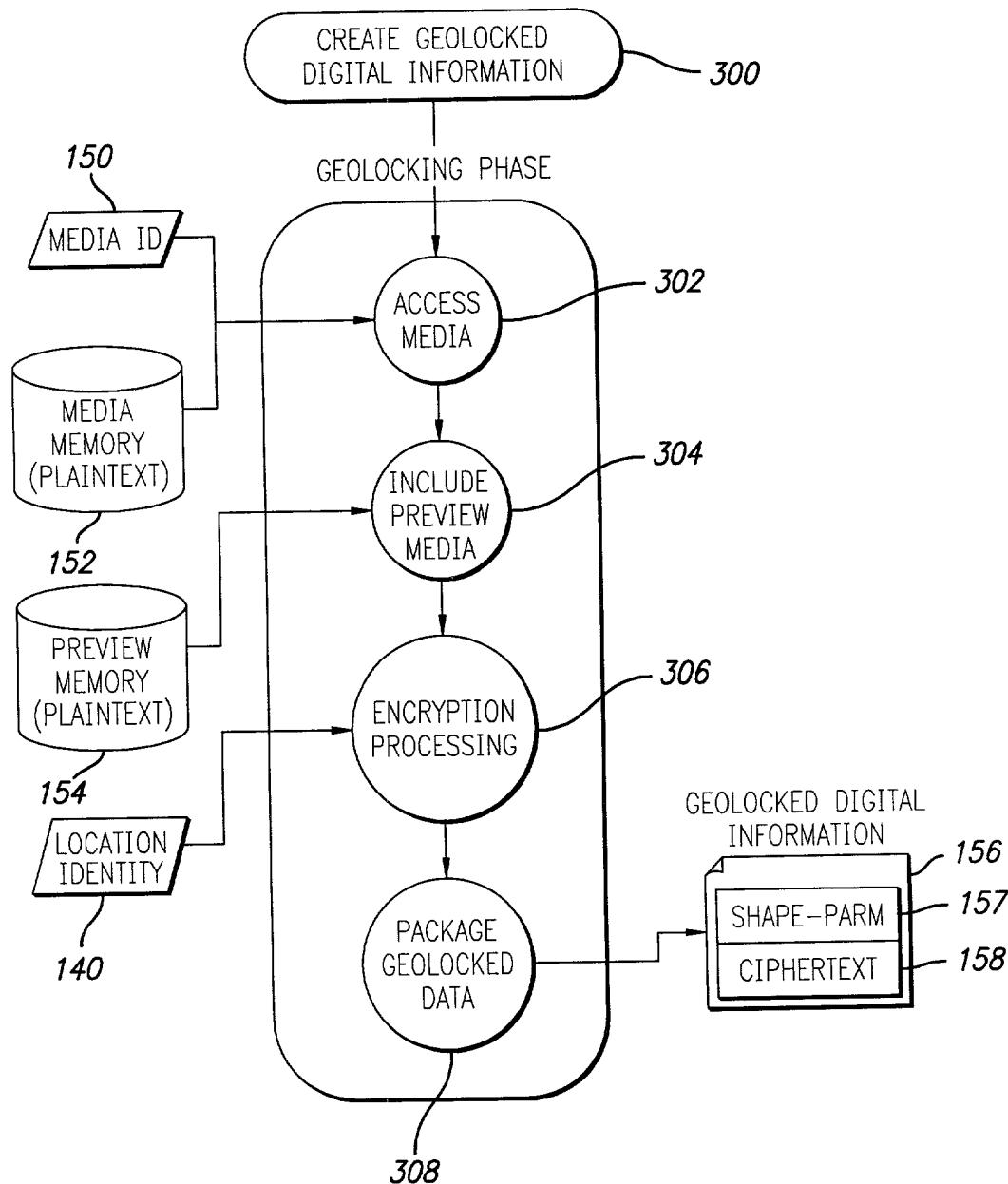


FIG. 7



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FIG. 8

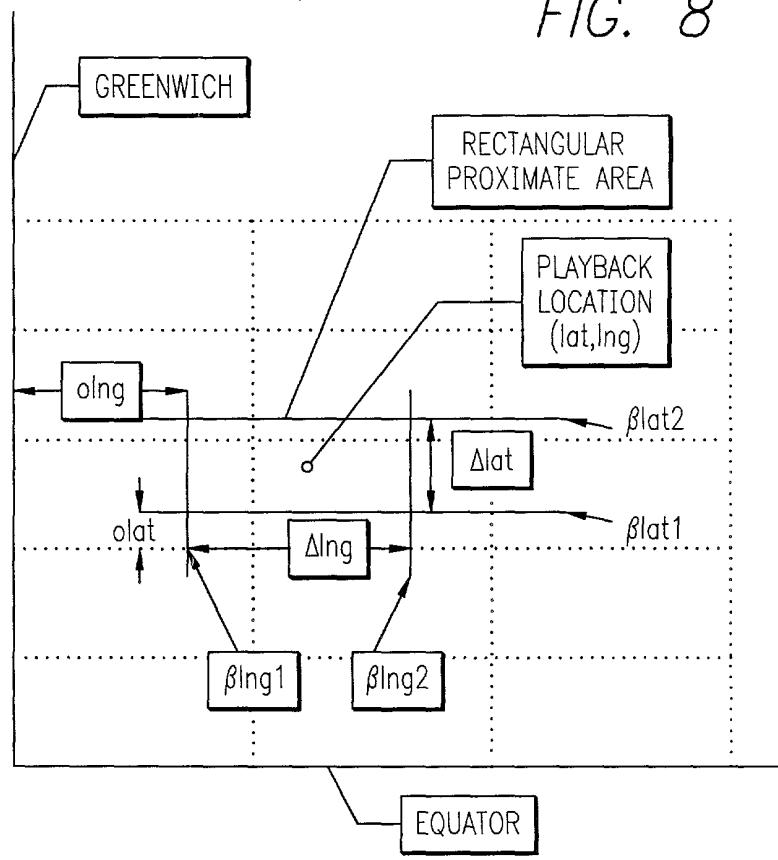


FIG. 9

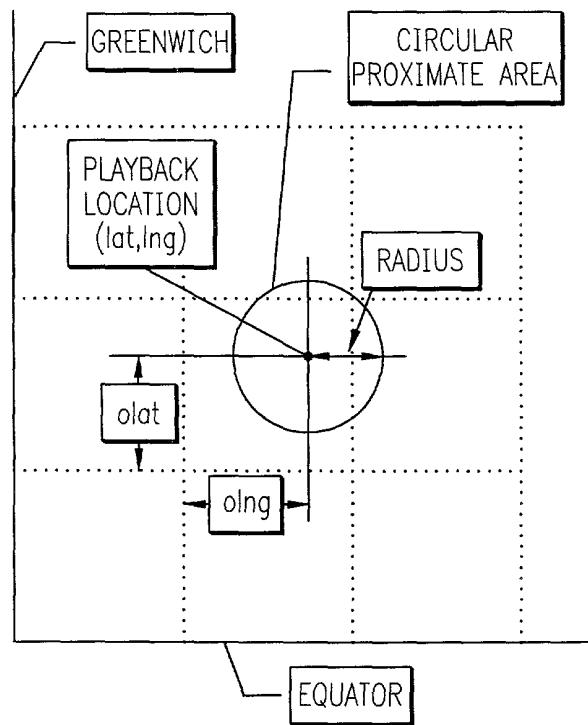
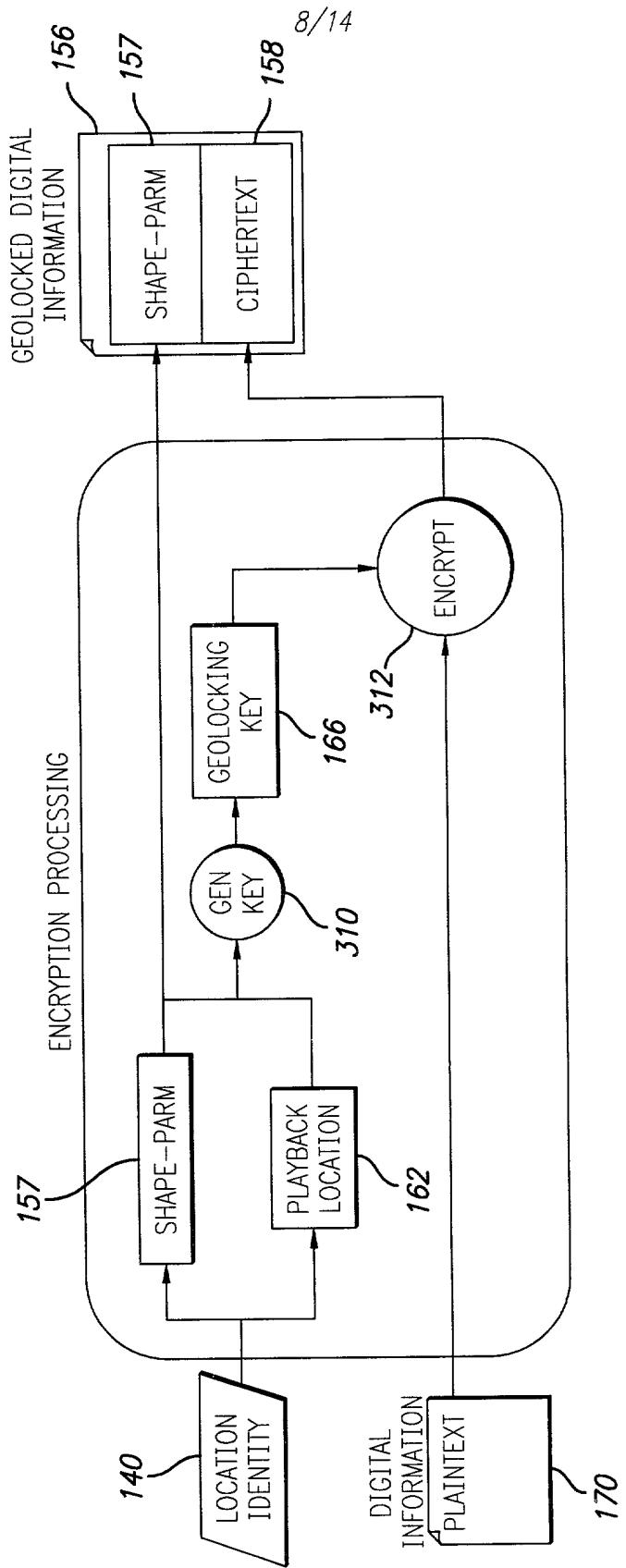
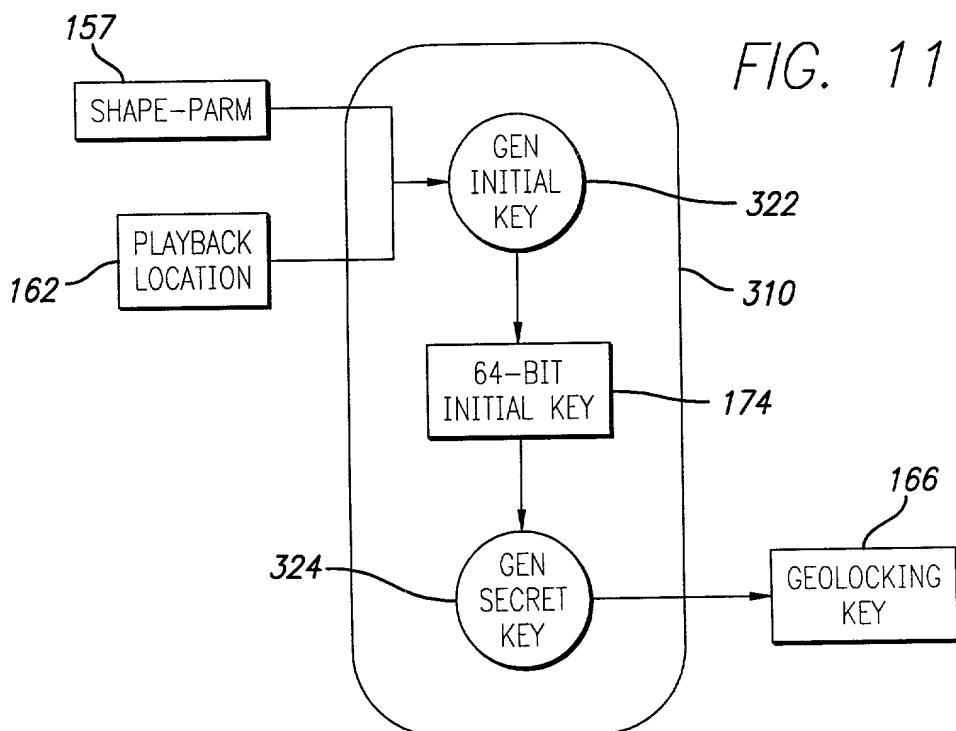


FIG. 10



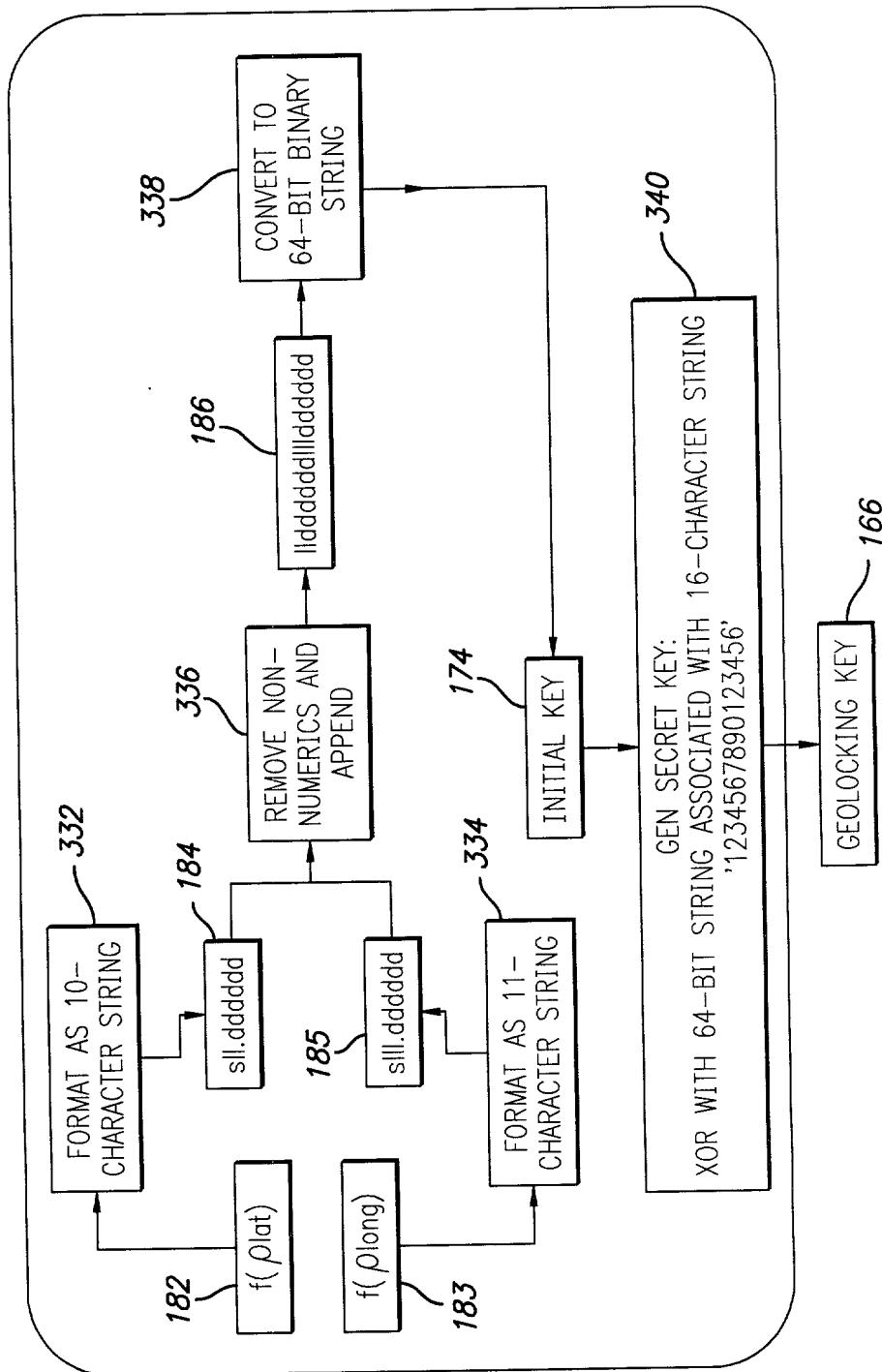
*FIG. 12*

```

graph TD
    A([START  
ACCESS GEOLOCKED  
DIGITAL INFORMATION]) --> B((GET APPLIANCE  
LOCATION))
    B --> C[PLAYER LOCATION]
    C --> D[160]
    D --> E((ACCESS GEOLOCKED  
DATA))
    E --> F((DECRYPTION  
PROCESSING))
    F --> G((SPOOL OR  
PLAY))
    G --> H[170]
    H --> I[158]
    I --> J[156]
    J --> K[157]
    K --> E
    L[SHAPE-PARM  
CIPHERTEXT] --> E
    L --> M[324]
    M --> E
    L --> N[326]
    N --> F
    O[328] --> F
    F --> P[170]
  
```

FIG. 12 is a flowchart showing the access and decryption of gelocked digital information. It starts with a process 'START ACCESS GEOLOCKED DIGITAL INFORMATION' (320). This leads to 'GET APPLIANCE LOCATION' (322), which results in 'PLAYER LOCATION' (160). 'PLAYER LOCATION' (160) feeds into 'ACCESS GEOLOCKED DATA' (157). 'ACCESS GEOLOCKED DATA' (157) feeds into 'DECRYPTION PROCESSING' (326), which then feeds into 'SPOOL OR PLAY' (328). 'SPOOL OR PLAY' (328) results in 'DIGITAL INFORMATION' (170). There are also intermediate outputs labeled 320, 322, 156, 324, 326, 328, 158, 157, and 170.

FIG. 13



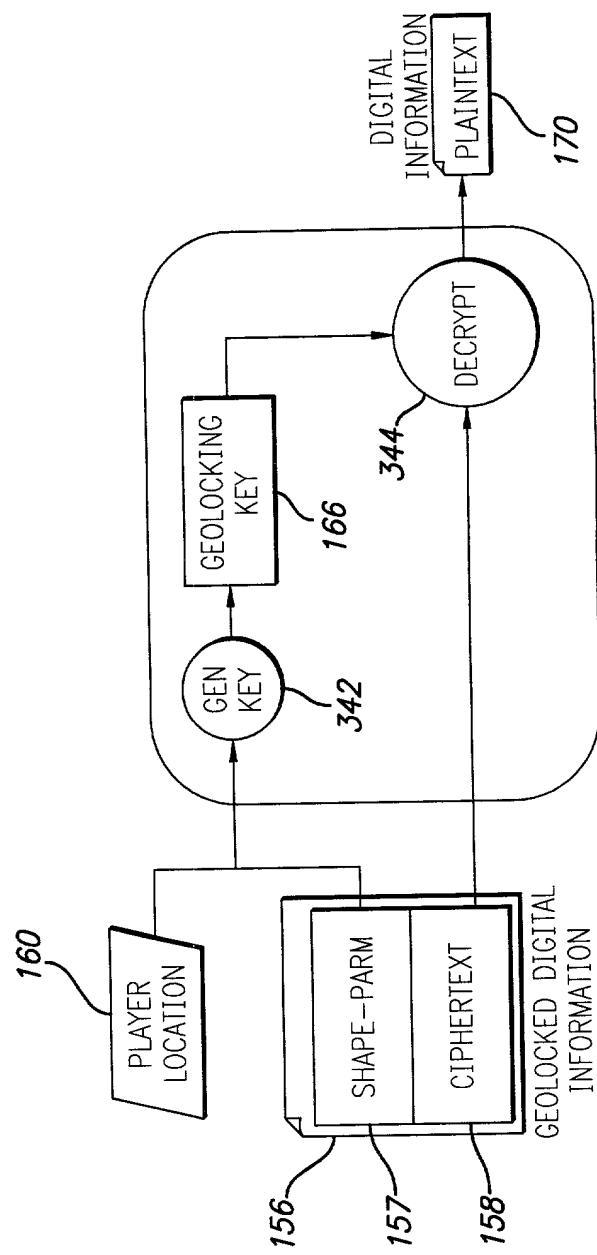


FIG. 14

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FIG. 15

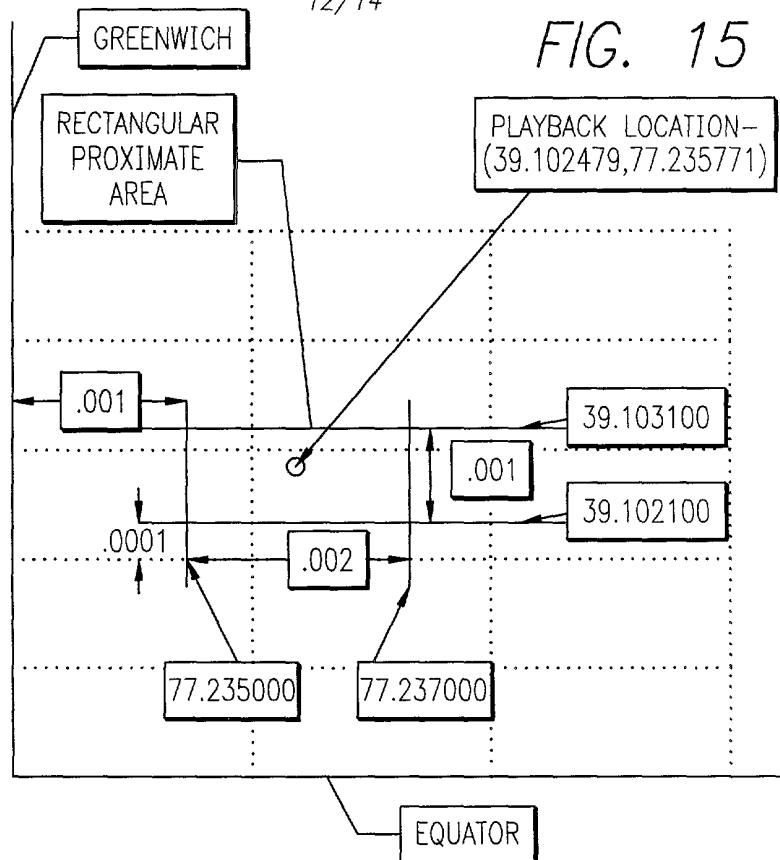


FIG. 16

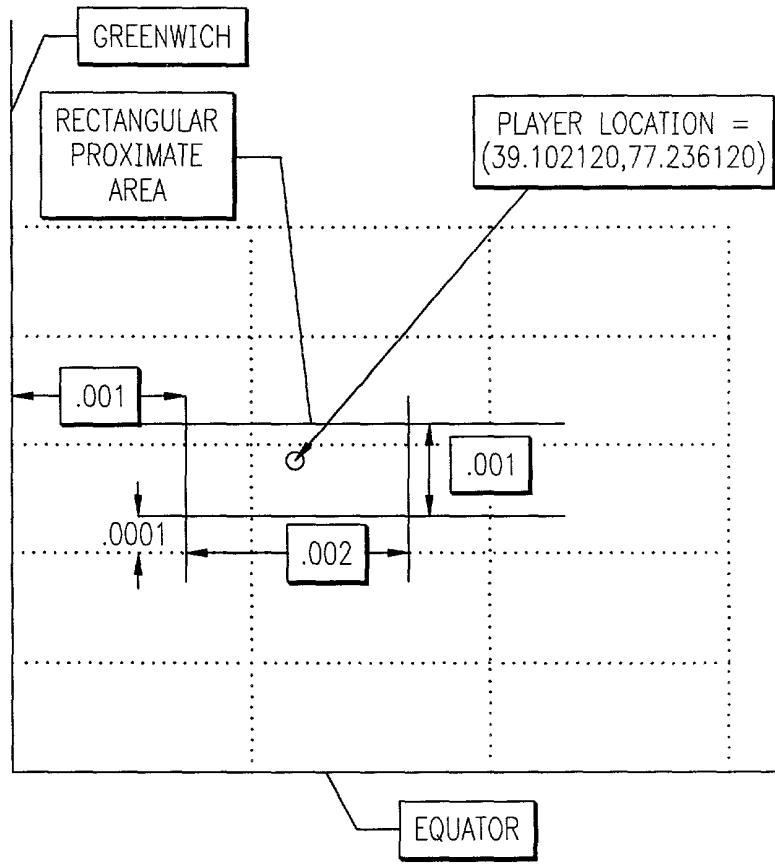


FIG. 17

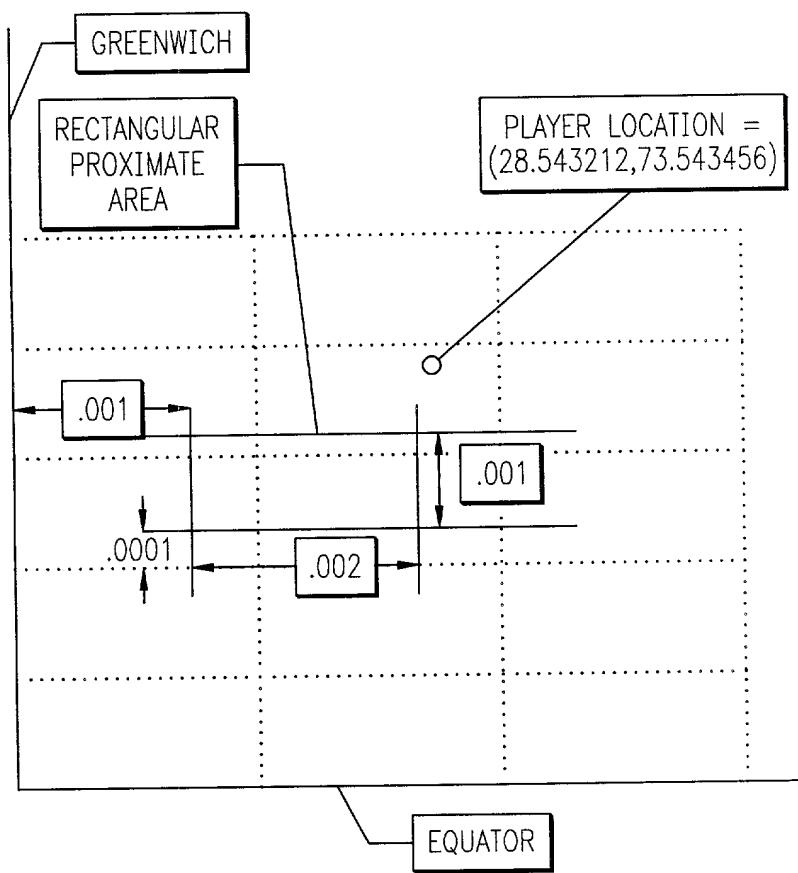


FIG. 18

